

WHAT'S A QR CODE?

(from <http://www.qrstuff.com/>)

A QR Code (it stands for "Quick Response") is a cell phone readable bar code that can store website URL's, plain text, phone numbers, email addresses and pretty much any other alphanumeric data.



Storing up to 4296 characters they are internationally standardized under ISO 18004, so a QR code is a QR code all over the world - they've been big in Japan forever, broke into Europe and the UK a few years back, and are now getting real traction in USA.

Think "print-based hypertext links" and you'll get the idea.



My QR Code Is Smarter than your Bar Code -

<http://www.teq.com/blog/2012/05/my-qr-code/#.UfkcRago6M8>

10 ideas for using a QR Code in your classroom from

<http://www.edutechintegration.net/2013/01/10-qr-code-ideas.html>

1.) Create a "QR Code Corner" in your classroom and use this area to have QR Codes that lead to weekly or daily assignments that you post on the web or it could link to interesting facts, videos, stories, etc. that you think students would be interested in.

2.) Place a QR Code on assignments that will lead students to websites that will provide further assistance or more information about a homework assignment that students will be working on.

3.) Place a QR Code on notes home to parents that will link to a webpage or classroom newsletter that will have more information for the parents.

4.) You can use a service like Tag My Doc that creates an add on for Microsoft products to automatically add a QR Code to your documents and make sharing those documents with students even easier.

5.) On an assignment, provide QR Codes that link to resources for students to confirm their answers. Provide an amount of time for students to work on the assignment and then an amount of time to discover the answers.



6.) Print out QR codes for content related to information in a textbook, magazine, or book the students are reading. Pass out the QR code and as students read the text, the QR code will take them to a supplemental video, article, picture that can be discussed.

7.) Gallery Walk is a teaching strategy that teachers can use to teach a desired content. Use the strategy with QR codes for students to access the questions related to the activity.

8.) When students are working on a project, require students to use QR Codes as a way to supplement the information in their presentation and then share the QR Codes with the classroom. If students are using a web-based program to complete the project, create a "Project QR Code Handout" that has QR Codes for the students' projects that can be handed out to the students.

9.) Create a QR Code Dictionary for critical vocabulary that students are doing in the classroom. The QR Code will take students to the definition, examples, images, synonyms, etc.

10.) Place QR Codes all around a physical model (especially for science teachers) and each QR Code will take students to an explanation of the area.



6 more ideas for using QR codes in the



classroom from <http://www.edlio.com/blog/2011/08/the-ultimate-educators-guide-to-qr-codes/>

1. **QR codes to promote special events or school news.** Create a web page on your school's site to promote an event and then make flyers with the QR codes and a message like, "Scan this code with your mobile device to find out what's happening at school this week!" Trust me, it will be hard for students to resist scanning the QR code and don't worry most kids already know how to.
2. **Use a QR code in a textbook or printed material.** Place a QR code sticker next to a relevant point in your printed reading material. The students can scan the QR code to access additional information on the topic like a video, web page, a definition, or other additional resources. This works great for textbooks, handouts, and even classroom posters and charts.
3. **Homework reminders:** Create a list of homework assignments with QR codes leading to the detailed assignment directions. This gives students a mobile reminder about homework assignments that they can save in their phone or mobile device.
4. **Instant access to online quizzes or survey:** Create a quiz or survey using 'Google Docs Form' and then link to that form using a QR code. Students and parents can easily access the quiz or survey.
5. **Create QR treasure hunts and quest games.** (There may be one inside this blog) Create a series of QR codes that link to questions. Place the codes around your classroom or school. When the students find the QR code they scan it to access the next question or set of directions. The QR

Treasure Hunt Generator (<http://www.classtools.net/QR/index.php>)

makes this process extremely easy and requires no programming knowledge. ClassTools also has detailed examples of QR treasure hunts and games

(<http://www.classtools.net/QR/teacher.php?fold=123&fname=456>).

	
QR Treasure Hunt Generator	ClassTools

6. **Have Students create their own QR codes.** Challenge your students to come up with creative ways to share their ideas using QR codes.

Teacher notes for a QR Scavenger Hunt

from ClassTools -

<http://www.classtools.net/QR/teacher.php?fold=123&fname=456>

A. Prior to the lesson:

1. Arrange students into groups. Each group needs at least ONE person who has a mobile device (note: an internet connection will **not** be needed *unless the QR Code is a URL*).

2. Ask students to

- Download a QR reader onto their mobile devices
- Bring these devices into the lesson.

3. Print off the QR Codes for each of the quiz questions

4. Cut them out and place them around your class / school.

B. The lesson:

1. Have the first ('introduction') QR code on display on your whiteboard.



2. Each team scans it into their device and gets told to start hunting around the school for the remaining QR codes. *(Note: To start different teams at different places in the hunt, print a different intro code for each group.)*

3. Away they go! The winner is the first team to return with the most correct answers in the time available.

C. TIPS / OTHER IDEAS

1. Award teams ONE point for each question they successfully decode, and a further TWO points for each correct answer that they provide.

2. Students in each team that do not have access to a mobile device can be responsible for research answers / hunting down the other QR codes for their teams.

3. A detailed case study in how to set up a successful QR Scavenger Hunt using this tool can be found at http://www.activehistory.co.uk/Miscellaneous/menus/history_mystery/gr.php



References

		
QR Stuff Blog - http://www.qrstuff.com/blog/	QR Codes in Education with Glogster - http://theohiobloke.edu.glogster.com/qr-codes-in-education/	The Mother of all Scavenger Hunts http://tothemathlimit.wordpress.com/2013/05/06/the-mother-of-all-scavenger-hunts/